

Quran Challenge Game

by Saniyasnain Khan
Research Associate: Khalid Perwez

Introduction

GREAT QUESTIONS FOR GREAT MINDS

The Quran Challenge Game is a unique, first-of-its-kind game based on the Holy Quran. The idea behind this game is to provide the children with both fun and education. All questions are taken from the Quran. They have been creatively worked into this game and children will enjoy answering them. This game can be played at school or at home with all the family members. This game is truly a journey into the world of fun, wisdom and education. Begin your journey and find out how learning can be fun.

OBJECT

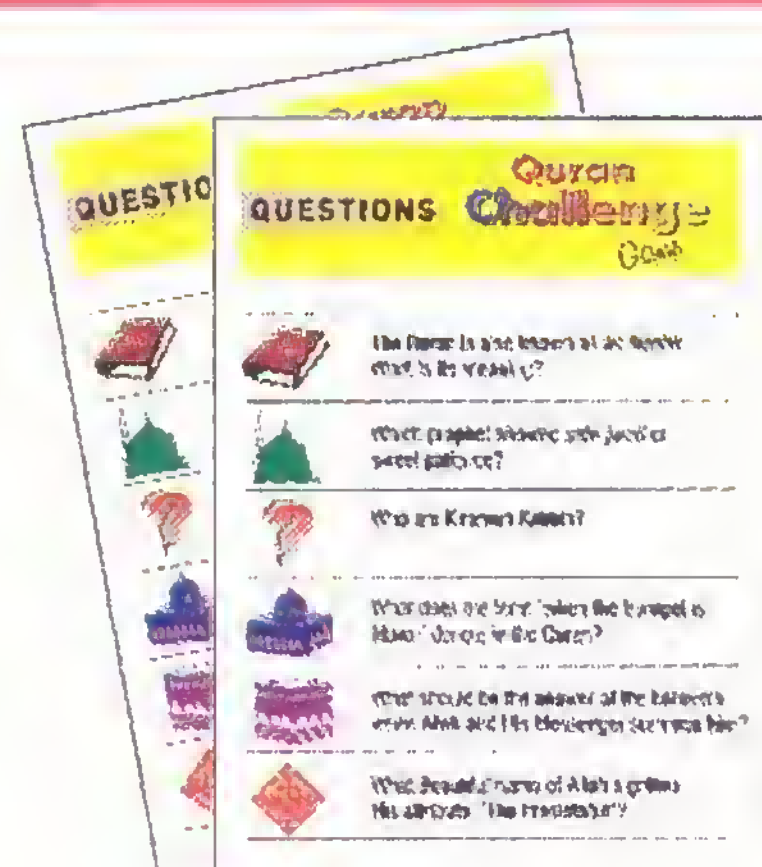
To be the first player (Camel Rider) to finish his or her faithful journey.

Contents

CARDS

QUESTION CARDS

These are 100 cards with questions, which are divided into six categories.

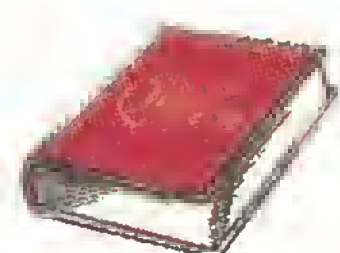


EACH CATEGORY ON A QUESTION CARD IS REPRESENTED BY A SYMBOL

CATEGORIES

SYMBOLS

Qur'anic Knowledge



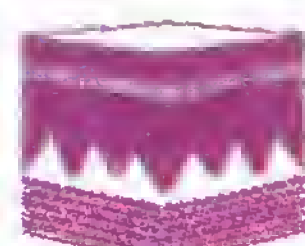
Prophets of the Quran



People of the Quran



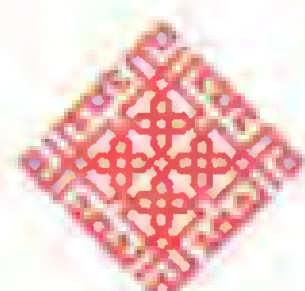
Lands and Places of the Quran



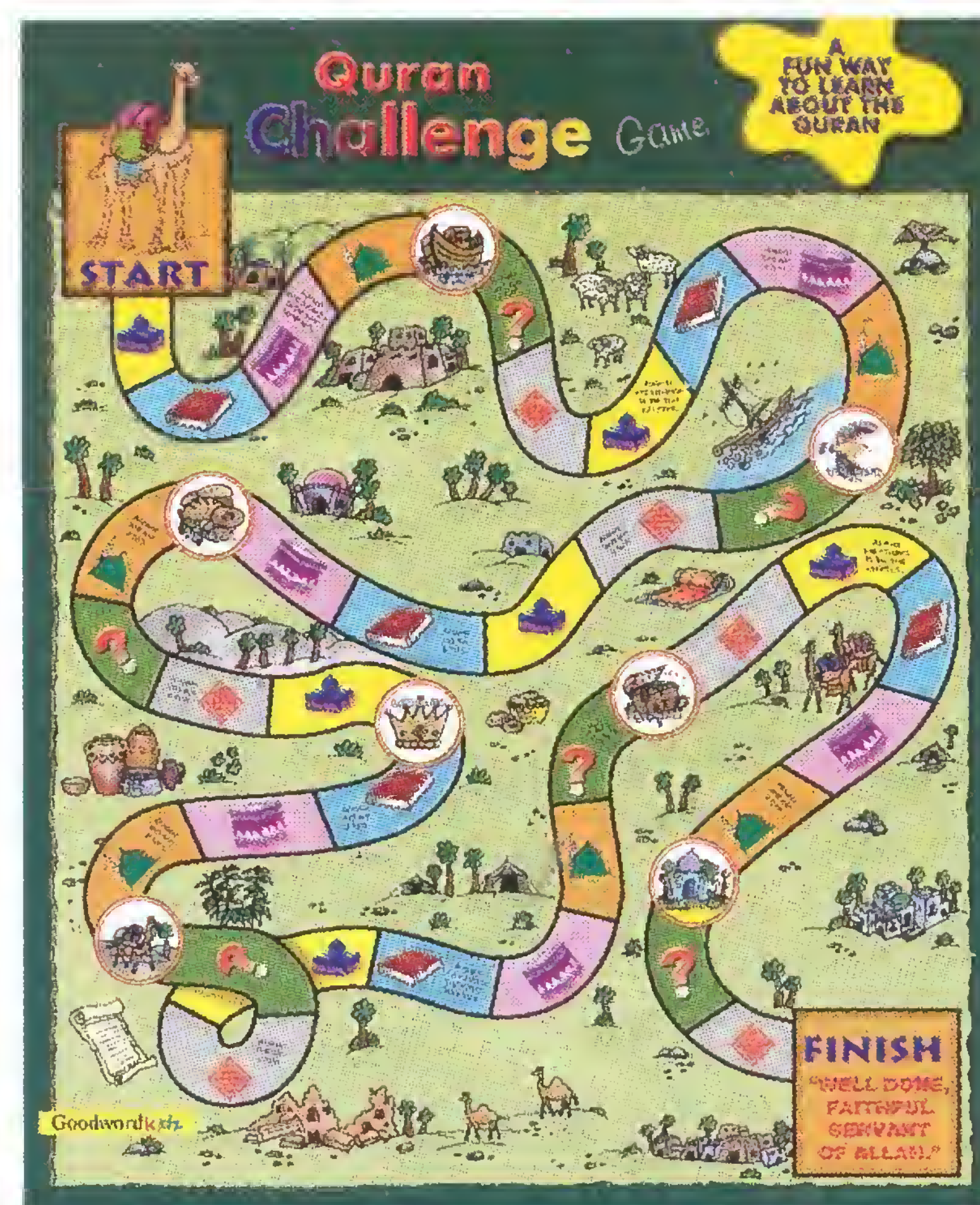
Teachings of the Quran



99 Names of Allah (swt)



PLAYING BOARD



PAWNS

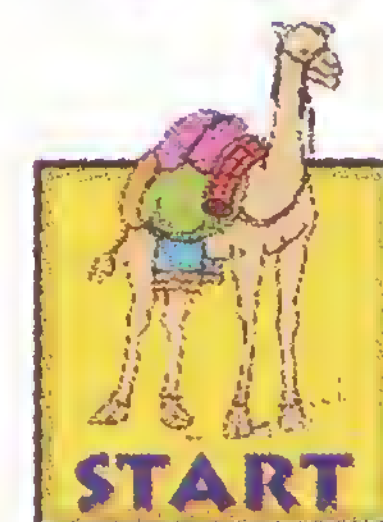


Rules of the Game

PLAYERS

2 or more players or teams can play this game at one time.

TO START



All players place their pawns at the start, which is shown by a camel on the playing board. Before the game is started, the cards should be shuffled and placed beside the playing board. The players should decide among themselves who will start the game.

TO PLAY



The player who starts the game begins his or her journey by advancing the pawn one step and answering the question for the category he or she has advanced to. If the answer is correct the player moves to the next square, but in case the answer is incorrect the player stays at the same square. With this his or her turn is over and the play moves to the next player. And the game continues in the same way until the end. However, if a player is unable to answer correctly at two successive turns from the same square, he or she in his or her next turn gets the chance to pick any card from the pack and answer the question from any of the six categories. If he or she answers correctly she moves to the next square otherwise in the next turn also she again gets the chance to answer question in the similar fashion. This can go on turn wise until he or she answers the question correctly and moves to the next square.

THE CIRCULAR LANDMARKS

There are seven circular landmarks on the playing board. When a player reaches a Circular Landmark on the playing board, he or she has the choice of answering the questions from any of the six categories. If the player answers correctly he or she jumps two squares. But, in case the player's answer is incorrect he or she stays at the same place and the play moves to the next person on the left.



THE WINNER

The winner is the player who finishes the game first.

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